

CLAIMS

What is claimed is:

- 1 1. Method of conducting a game, comprising
 - 2 (A) providing a set of contest elements for said game in which said set
 - 3 includes a plurality of contest elements having a surface area with playing indicia
 - 4 on said surface area;
 - 5 (B) generating all possible combinations of said contest elements and
 - 6 storing said combinations in a database;
 - 7 (C) randomly selecting one combination of said contest elements from
 - 8 said database and displaying said selected combination to a player;
 - 9 (D) establishing a table of values for winning combinations of contest
 - 10 elements;
 - 11 (E) comparing said randomly selected elements to said table of values;
 - 12 (F) evaluating the displayed combination of contest elements against
 - 13 said table of values; and
 - 14 (G) deleting said displayed combination of contest elements from said
 - 15 database.

- 1 2. The method of Claim 1, wherein said contest elements comprise twelve
- 2 playing cards comprising:
 - 3 9, 10, J, Q, K, and A of a black suit; and
 - 4 9, 10, J, Q, K, and A of a red suit.

1 3. The method of Claim 1, wherein said contest elements comprise twenty-
2 four playing cards comprising:

3 9, 10, J, Q, K, and A of clubs;

4 9, 10, J, Q, K, and A of hearts;

5 9, 10, J, Q, K, and A of diamonds; and

6 9, 10, J, Q, K, and A spades.

1 4. The method of Claim 1, wherein said combinations are determined for five
2 card poker hands.

1 5. The method of Claim 4, in which said combinations are selected using a
2 separate deck for each card in said five card poker hand.

1 6. The method of Claim 1, further comprising the steps of:

2 (H) re-generating all possible combinations of said contest elements
3 and storing said combinations in a database after all combinations have been
4 displayed to a player.

1 7. The method of Claim 6, in which said game is played on a device selected
2 from the group consisting of:

3 a) electronic video game machines;

4 b) computers;

5 c) hand-held mechanical devices; and

6 d) hand-held video devices.

1 8. The method of Claim 6, further comprising the steps of:

2 (J) permitting said player to place a wager at the beginning of the
3 game; and

4 (K) paying, the player having a winning combination of contest
5 elements, as determined by the table of values according to the player's wager.

1 9. The method of Claim 8, in which said game is played on a device selected
2 from the group consisting of:

3 a) electronic video game machines;

4 b) computers;

5 c) hand-held mechanical devices; and

6 d) hand-held video devices.

1 10. A device for playing a game according to claim 1 selected from the group
2 consisting of:

3 a) electronic video game machines;

4 b) computers;

5 c) hand-held mechanical devices; and

6 d) hand-held video devices.

11. A device for playing a game according to claim 8 selected from the group
consisting of:

- a) electronic video game machines;
- b) computers;
- c) hand-held mechanical devices; and
- d) hand-held video devices.

12. A slot machine comprising:

(A) game initiating means to initiate a game on the machine;

(B) display means disposed to display the game being played on the
machine wherein said display means is arranged to display a plurality of elements;
and

(C) game control means responsive to the initiating means to control
the playing of the game, wherein the control means generates all combinations of
said plurality of elements and stores said combinations in a database, said control
means randomly selects one said combination from said database for display to a
player, said control means compares said selected combination to a table of values
to determine if a winning combination is displayed, and awarding a prize to the
player in the event that said randomly selected combination matches a winning
combination from said table of values, then said control means deleting said
displayed combination from said database, said game control means re-generating
all combinations of said plurality of elements after all combinations have been
displayed.

1 13. The slot machine of Claim 14, further comprising means for a player to
2 wager on the displayed combination of elements.

1 14. An electronic system for playing a slot machine game having a plurality of
2 play options wherein a win or a loss is determined after each play of the game, the system
3 comprising:

4 (A) a game enclosure, the enclosure including a player interface means
5 for at least one player to physically interact with the system;

6 (B) bet value entry means for generating a bet value signal to the
7 system, the bet value signal representing an amount of a bet placed by a player;

8 (C) processor means for determining all possible combinations of
9 elements for the game being played;

10 (D) means for storing said combinations in a database;

11 (E) game control means to randomly select a combination of elements
12 from said database;

13 (F) player display means for visually indicating to the player said
14 randomly selected combination; and

15 (G) processor means for comparing said selected combination to a
16 predetermined table of values and awarding a prize to the player in the event that
17 said randomly selected combination matches a winning combination on said table
18 of values, then deleting said combination from said database, the processor means
19 being electrically connected to the player display means, to the player selection
20 means, to the bet value entry means, and to the game control means.